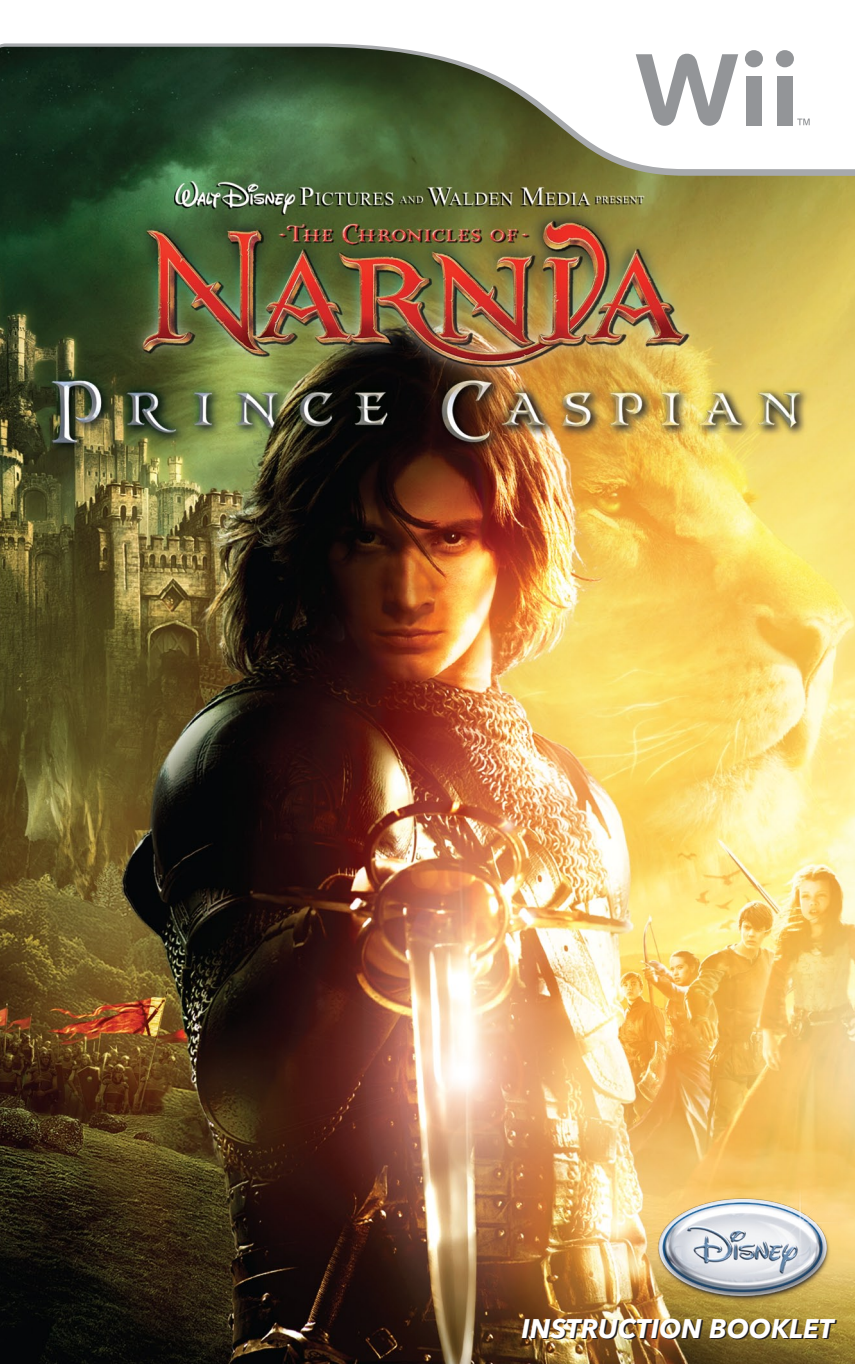

Wii
Walt Disney Pictures and Walden Media present
The Chronicles of
Narnia
Prince Caspian
Disney
INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E

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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

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SYSTEM MENU UPDATE
Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



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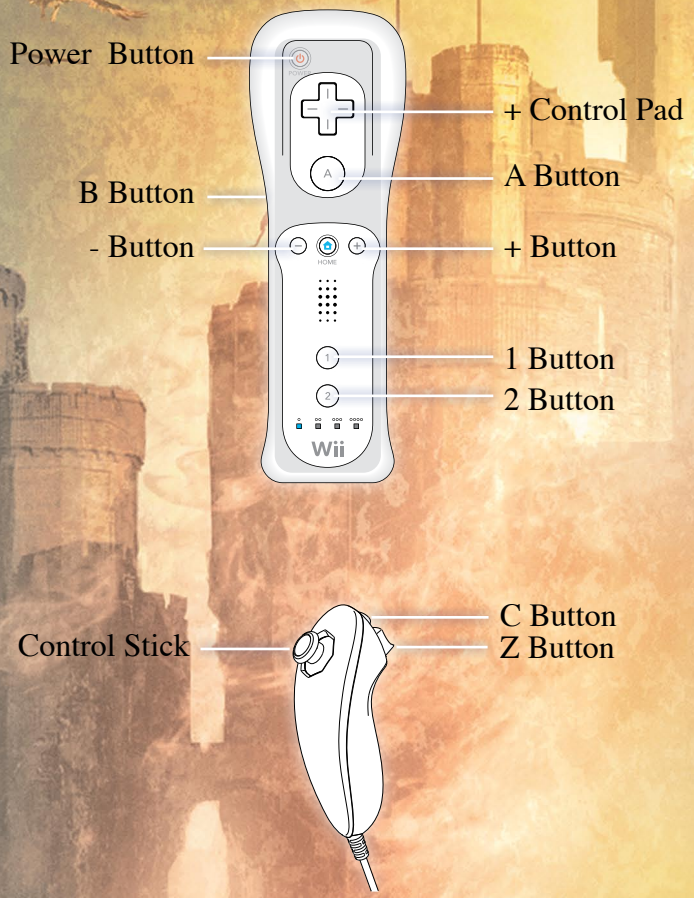


Introduction

The characters of C.S. Lewis's timeless fantasy come to life once again in this newest installment of The Chronicles of Narnia series. One year after the incredible events of The Lion, the Witch and the Wardrobe, Peter, Susan, Edmund and Lucy find themselves back in that faraway wondrous realm, only to discover that more than 1300 years have passed in Narnian time. During their absence, the Golden Age of Narnia has come to an end; Narnia has been conquered by the Telmarines and is now under the control of the evil King Miraz. The four children meet Narnia's rightful heir to the throne, the young Prince Caspian, who has been forced into hiding by Miraz and, with the help of a large number of characters from Old Narnia, they embark on a remarkable quest to rescue the Narnians from tyranny, and restore magic and glory to the land.

Now in The Chronicles of Narnia: Prince Caspian you control not only the Pevensie children but this special group of Narnians and you must use all of their combined skills and abilities to fight against Miraz's countless hordes. Ultimately, you must help to restore Prince Caspian to the throne. This is your quest.

Controls



Menu Navigation	Control
Control Stick	Menu Highlight
Menu Select	+ Control pad

In-Game Action	Control
Move Character	Control Stick
Heavy Swing	B Button / Vertical Wii Remote Gesture
Pause Menu	+ Button
Light Attack / Action	A Button / Horizontal Wii Remote Gesture
Throw / Fire	+ Control Pad / Swipe Nunchuk Down
Pick Up	+ Control Pad / Swipe Nunchuk Up
Drop	A Button / Horizontal Nunchuk Gesture
Switch Character / Team Up	- Button
Block	Z Button
Aim Bow / Aim Grapple	C Button

⚠ CAUTION: WRIST STRAP USE
Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:
- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

The Game



1. Shield
This shows the current character's identifying shield. If any character disappears from sight you will see their shield in a position approximating where they are (behind a wall, in a tunnel, etc.).

2. Keys
There are a number of special keys in the game throughout the levels that can be picked up. These are used to unlock various bonus chests (which allow access to bonus missions or other rewards).

3. Shards
Silver, Gold and Blue Shards, are scattered throughout the game world. Collect the shards to level-up your overall health.

4. Health
The current character's health is shown below your shield. Health can be restored by picking up hearts in the game world - look out for them.

5. Level Map
The Level Map is a top down view of the immediate area around the current character and shows the location of other game characters, enemies and other useful objects.

6. Help
You will get lots of on-screen help as you explore the many levels and missions. If something can be done to an object or location there will be a prompt on the screen.

7. Objects, Items and Puzzles
Explore the detailed world very carefully; many objects in the game can be picked up, thrown, smashed, pushed, pulled, or made to work in some special way that could solve a puzzle.

8. Performing Tasks
Sometimes one of the characters will have to perform a specific task to progress the adventure and it's up to you to choose that character. For example, if a large chunk of rock has to be moved, you must select a physically strong character in the party to move it. These tasks are shown clearly with a flashing outline, an arrow or a button press graphic.

Characters

Switching Characters

There are a large number of different characters you can control in the game and you can easily switch control from one to the other. Switching allows you to use the characters' special skills, weapons, abilities, strength, or size (large and small) to your advantage in progressing through the adventure. For example, if there is a small opening, why not switch to a small figure like a Dwarf, and see if he can fit through it? Stand close to the other character and press the **A Button**

Teaming Up Characters

Your selected character can also team up and control other unique characters. This allows them to do exciting things like flying (with the Gryphon); racing at high speed (with the Horse) or smashing big structures (with the Giant). To Team Up with a Gryphon, Horse or Giant stand close to the team-up character and press the **- Button**.

Teamed Up Character	New Ability
Gryphon	Fly or Hover
Horse	Speed across ground and Jumping
Wimbleweather and Giants	Increased throwing distance, smash power and allows high access

Special Items And Abilities

The game features many different special items that can be used in the adventure to great effect. Look out for them. Here are a few:

Grappling Hook

This is a length of rope with a hook on the end that you can aim and throw. It can be lodged at the top of a high wall allowing your character, and others in the party, to climb it.

Torch

A torch will light up a target or an area for a period of time.

Power Smash

Characters with Power Smash ability can lunge forward and do massive damage to any object or structure ahead of them. Sometimes a Power Smash is the only way to get through some difficult obstructions.

Levels and Missions

The Chronicles of Narnia: Prince Caspian leaves you free to roam all of the surrounding areas in a level. As you explore you will encounter different missions. You may also be faced with puzzles to solve or enemies to defeat before you can make any more progress in the adventure.

Some missions are key to the main adventure, while others are secondary, allowing you **(if you so wish)** to explore other less frequented parts of the world around you. These missions will become available by opening bonus chests with keys. Once all the main missions have been completed **(most can be completed in any order)** you will be able to go on to a new level.

Co-operative Play

A second player can join the game at any time by connecting a second **Wii Remote** and **Nunchuk**. Connect the second **Wii Remote** and **Nunchuk** and press the **+ Button.** A HUD containing the statistics of the second player will appear at the top right corner of the screen. From that point on both players will be able to play the game co-operatively until one of the players decides to drop out of the game by pressing the + Button and selecting 'Drop Out' from the Options Menu. The remaining player will then resume control of the characters in the mission or level.

Saving and Loading

Saving

The game will be auto-saved at the end of each mission.

Loading

Select 'Continue Game' from the Main Menu screen to load from a list of saved games.

Pause Menu

You can pause the game by pressing the **1 Button** on the **Wii Remote**. This will also give you access to the following Pause Menu options:

- **Resume the game**
- **View Mission Objectives**
- **Drop Out of a Co-operative game**
- **Options**
 - Adjust Sound and Music Options
- **Quit**

